

Farin (Dwarves of Durin's folk / Scholar)

You are a renowned scholar of the ancient world and a friend and advisor of Dáin Ironfoot, the King under the Mountain. In your youth, you lost many friends to Orc-blades in the battle of Azanulbizar. Later, you travelled across the North, visiting the ruined strongholds of Men and Dwarves, and learned many secrets. Worried of the rumours of the returning Enemy, Dáin has sent you out once more to gather intelligence about the old gathering places of the Shadow and aid the heroes of Eriador with your expertise.

Kings of Norbury: You know many things about Fornost Erain, the ancient city of the Dúnedain. They say the city's Royal Palace was a marvel to behold, and Dwarves aided in constructing its underground levels. Later, the city was overtaken by the Shadow.

Over hill and under hill: Cursed Orcs. During the day, they hide underground in tunnels and caves. Such tunnel networks always have a backdoor, but they also attract worse creatures...

Fell Winter: Some sources say the Witch-king of Angmar was not only a sorcerer but also a maker of evil artefacts. Such a craft requires a workshop. If there is one in Fornost, it is sure to hold great secrets but also deadly traps.

Starting values

Treasure	125
Hope	10/12
Shadow	4
Shadow scars	1

Redoubtable: You halve the Load rating of any armour you're wearing (rounding fractions up), including helms (but not shields) (already taken into account on character sheet).

Naugrim: Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

Broken Spells: You can spend 1 Hope to achieve a Magical success in one of the Skills marked with a rune (Song, Craft, Stealth).

Dark for Dark Business: When you are in the dark (at night or underground), you are Inspired on all your rolls (when spending Hope, gain 2 Success Dice instead of 1).

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.